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1 Intelligent interactive video simulation of a code inspection

Scott M. Stevens

July 1989

Communications of the ACM, Volume 32 Issue 7

Full text available: pdf(3.34 MB)

Additional Information: full citation, abstract, references, citin

The need for technological solutions to learning, in the software engineering f
Technologies Project (ALT) has developed a highly interactive, high-fidelity si
The first course demonstrating these techniques is on the formal technical rev

2 Level II technical support in a distributed computing environment

Tim Leehane

September 1996 Proceedings of the 24th annual ACM SIGUCCS conference on User

Full text available: pdf(5.73 MB)

Additional Information: full citation, references, index terms

3 Computer-mediated communication in collaborative educational settings: re CMC in collaborative educational settings

Ursula Wolz, Jacob Palme, Penny Anderson, Zhi Chen, James Dunne, Göran Karl
Spielvogel, Henry Walker

October 1997

ACM SIGCUE Outlook, Volume 25 Issue 4

Full text available: pdf(109.30 KB)

Additional Information: full citation, referenc

4 Computer-mediated communication in collaborative educational settings (re CMC in collaborative educational settings)

Ursula Wolz, Jacob Palme, Penny Anderson, Zhi Chen, James Dunne, Göran Karl Spielvogel, Henry Walker

June 1997 The supplemental proceedings of the conference on Integrating technology working group reports and supplemental proceedings

Full text available:  pdf(109.30 KB)

Additional Information: full citation, references, c

5 Reusability and adaptability of interactive resources in Web-based education

Abdulmotaleb El Saddik, Stephan Fischer, Ralf Steinmetz

March 2001 Journal on Educational Resources in Computing (JERIC)

Full text available:  pdf(257.16 KB)

Additional Information: full citation, abstract, references

The production of interactive multimedia content is in most cases an expensive optimizing production by exploiting the reusability of interactive multimedia elements triggered by a combination of reusable multimedia components and the appropriate components as well as their combination. In this article, we discuss the reuse of content in web ...

6 Course and exercise sequencing using metadata in adaptive hypermedia learning

Stephan Fischer

March 2001 Journal on Educational Resources in Computing (JERIC)

Full text available:  pdf(115.01 KB)

Additional Information: full citation, abstract, reference

In the last few years the (semi-) automatic sequencing of course material has particularly the standardization of metadata for educational resources. Sequencing documents which, at their best match the learner's needs. To perform (semi-) automatic sequencing knowledge library as well as modular resources can be used. Both must be de

Keywords: adaptive hypermedia systems, hypermedia learning, knowledge en

7 Beyond familiar shores: faculty teaching with technology

JoAnn C. Ullery

November 2002 Proceeding of the 30th annual ACM SIGUCCS fall conference on

Full text available:  pdf(179.75 KB)

Additional Information: full citation, abstract, refere

The integration of technology in classrooms has had a positive impact on stud time is necessary to move technology from a part-time tool to an active tool, in order to provide technology in the classroom, educators must receive profe use technology. This paper discusses web use as a professional source of dev how to integrate technolog ...

Keywords: academic, campus needs, curriculum, education, faculty developm technology, learning, retention, teaching, technology, web-based training

8 Developing and deploying software engineering courseware in an adaptabl

W. Richards Adroin

June 2000 Proceedings of the 22nd international conference on Software eng

Full text available:  pdf(110.70 KB)

Additional Information: full citation, abstract, reference

We describe an effort to design an adaptable framework for teaching and lear developing a repository of asynchronous, multimedia courseware that facilitat in research and technology, enables courses to be tailored to individual stude innovations in educational technology and encourages innovation in teaching on developing co ...

Keywords: educational technology, multimedia courseware, pedagogy, softwa learning

9 Teaching C++ in a multi-user virtual environment

J. Mark Pullen, Eugene Norris, Mark Fix

June 2000 ACM SIGCSE Bulletin, Volume 32 Issue 2

Full text available:  pdf(604.26 KB)

Additional Information: full citation, abstract

The Internet has opened tremendous possibilities for distance education, whe worldwide. However, much of today's Internet-based teaching is limited to stu documents. In this paper we describe new dimensions in distributed education where the students interact with the teacher in real time. We review and elab spatially oriented, network-accessed ...

10 Computing curricula 2001

September 2001 Journal on Educational Resources in Computing (JERIC)

Full text available:  pdf(613.63 KB)  html(2.78 KB) Additional Information: full citation, references, index ter

11 Automatic creation of exercises in adaptive hypermedia learning systems

Stephan Fischer, Ralf Steinmetz

May 2000 Proceedings of the eleventh ACM on Hypertext and hypermedia

Full text available:  pdf(70.28 KB)

Additional Information: full citation, references, citin

Keywords: adaptive hypermedia systems, hypermedia learning, knowledge en

12 Synchronization in multimedia data retrieval

Anna Haj Ha?, Cindy X. Xue

January 1997 International Journal of Network Management, Volume 7 Issu

Full text available:  pdf(487.64 KB)

Additional Information: full citation, abstract, referen

Synchronization of multiple medium streams in real time has been recognized requirements for multimedia applications based on broadband high-speed net synchronization scheme for distributed multimedia information systems. © 19

13 FRA: using a goal-based scenario to teach financial statement analysis

David A. Foster

April 1994 Proceedings of the 1994 ACM symposium on Applied computing

Full text available:  pdf(543.60 KB)

Additional Information: full citation, references, index terms

Keywords: financial accounting education, intelligent tutoring systems, learni

14 Linux and the Next Generation Internet

Stan Michael Stricklen, Bob Cummings

April 2000

Linux Journal

Full text available:  html(25.62 KB)

Additional Information: full citation, abstract, referen

This article describes the authors' implementation of a demonstration environ (DiffServ) using Linux-based routers.

15 DVI—a digital multimedia technology

G. David Ripley

July 1989 Communications of the ACM, Volume 32 Issue 7

Full text available:  pdf(4.55 MB)

Additional Information: full citation, abstract, references, citin

A digital presentation technology that manages anything from text to full-mot the usefulness of personal computers, while rendering them less intimidating.

16 Integrating computer technology, people technology and application technic
Georgia Tech's Graphics, Visualization and Usability Center

Jim Foley

June 1994

Proceedings of the workshop on Advanced visual interfaces

Full text available:  pdf(1.27 MB)

Additional Information: full citation, inde

17 IS '97: model curriculum and guidelines for undergraduate degree program
Gordon B. Davis, John T. Gorgone, J. Daniel Couger, David L. Feinstein, Herbert
December 1997 ACM SIGMIS Database , Guidelines for undergraduate degree prog
for undergraduate degree programs in information systems, Volum

Full text available:  pdf(7.24 MB)

Additional Information: full citati

18 A video retrieval and sequencing system

Tat-Seng Chua, Li-Qun Ruan

October 1995 ACM Transactions on Information Systems (TOIS), Volume 13

Full text available:  pdf(3.20 MB)

Additional Information: full citation, abstract, references, citin

Video is an effective medium for capturing the events in the real world around exists, covering a wide range of applications. However, widespread use of vid impeded by the lack of effective tools to manage video information systemati implementation of a frame-based video retrieval and sequencing system (VRS entire process of video ...

Keywords: cinematic rules, frame-based modeling, multimedia, video retrieva

19 The state of the art in automating usability evaluation of user interfaces

December 2001

ACM Computing Surveys (CSUR), Volume 33 Issue 4

Full text available:  pdf(2.31 MB)

Additional Information: full citation, abstract, references, citin

Usability evaluation is an increasingly important part of the user interface des can be expensive in terms of time and human resources, and automation is th existing approaches. This article presents an extensive survey of usability eva new taxonomy that emphasizes the role of automation. The survey analyzes e aspects of usability evaluation aut ...

Keywords: Graphical user interfaces, taxonomy, usability evaluation automati

20 Palenque: an interactive multimedia digital video interactive prototype for c

K. S. Wilson

May 1988 Proceedings of the SIGCHI conference on Human factors in computi

Full text available:  pdf(657.13 KB)

Additional Information: full citation, abstract, refere

The Palenque interactive multimedia digital video interactive prototype is bas from The Second Voyage of the Mimi television show, which is being produced cast of scientists and children explore the Yucatan's ancient Maya ruins and a The Palenque prototype incorporates this theme to the extent that the user's

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21 Enhancing teaching using the Internet: report of the working group on the V teaching resource

Stephen Hartley, Jill Gerhardt-Powals, David Jones, Colin McCormack, M. Dee M Marguerite K. Summers

June 1996 ACM SIGCSE Bulletin , Proceedings of the 1st conference on Integratin education, Volume 28 Issue SI

Full text available: pdf(1.26 MB)

Additional Information: full citation, references, citin

22 CMIFed: a transportable hypermedia authoring system

Lynda Hardman, Guido van Rossum, Jack Jansen, Sjoerd Mullender

October 1994 Proceedings of the second ACM international conference on Multime

Full text available: pdf(1.93 MB) Additional Information: full citation, references, citings, index terms

23 Web-based simulation: some personal observations

Paul A. Fishwick

November 1996 Proceedings of the 28th conference on Winter simulation

Full text available: pdf(1.46 MB)

Additional Information: full citation, citings

**24 Simulation education: Teaching tools and methods: GeNisa: a web-based i
teaching simulation modelling**

Tajudeen Atolagbe, Vlatka Hlupic, Simon J. E. Taylor

December 2001

Proceedings of the 33rd conference on Winter simulation

Full text available:  pdf(329.15 KB)

Additional Information: full citation, abstract

Intelligent Tutoring Systems (ITS) provide students with adaptive instruction problem solving skills in an interactive environment. This paper discusses the been implemented to facilitate the development of simulation modelling know integrates case-based reasoning with interactive tools to guide tutorial remed that the model for pedagogical activ ...

25 VR-LAB—a distributed multi-user environment for educational purpc

Dieter W. Fellner, Armin Hopp

February 1999 Proceedings of the fourth symposium on Virtual reality modeling

Full text available:  pdf(3.70 MB)

Additional Information: full citation, references, citings, index

26 Using annotated video as an information retrieval interface

Andrew S. Gordon

January 2000 Proceedings of the 5th international conference on Intelligent u

Full text available:  pdf(1.09 MB)

Additional Information: full citation, abstract, referen

The ability to deliver appropriate information to learners at the most appropri instruction. In the best learning environments, this information is received in that are being acquired. This paper explores a technological approach to situa materials to segments of a video recording a skill performance. An interface i video perfor ...

Keywords: computer learning environments, digital libraries, inforamtion retrie

27 Some experiments in man-machine interaction relevant to computer assist

Philip G. Barker

January 1981

Proceedings of the ACM '81 conference

Full text available:  pdf(748.21 KB)

Additional Information: full citation, abstract, refere

Some experiments in man-machine interaction are briefly described in the co audio-visual instruction. Two important points emerge: the need for the deve management systems and the necessity for a suitable author language capab of coordinating the use of a wide variety of instructional resources.

28 Teaching internet literacy to a large and diverse audience

Wayne Brookes, Jadwiga Indulska

July 1997 Proceedings of the second Australasian conference on Computer science

Full text available:  pdf(883.45 KB)

Additional Information: full citation, references, index terms

29 Is it live or is it Memorex?

Tory Sawyer, Randy Anderson, Gary McCuaig

September 1986 Proceedings of the 14th annual ACM SIGUCCS conference on User

Full text available:  pdf(2.60 MB)

Additional Information: full citation, index term

30 Metadata for smart multimedia learning objects

Abdulmotaleb El Saddik, Amir Ghavam, Stephan Fischer, Ralf Steinmetz

December 2000 Proceedings of the Australasian conference on Computing e

Full text available:  pdf(828.00 KB)

Additional Information: full citation, abstract

The application of educational metadata is nowadays often limited to static resources (text or image) in order to support the retrieval process in a static way with respect to the (static) content and cannot indicate An adequate description of dynamic multimedia content, for example.

In this paper we propose dynamic educational metadata as an extension to the static ones.

31 Architecture, design, and implementation of a multimedia conference system

Anna A. Ha?, Dongchen A. Lu

March 1997 International Journal of Network Management, Volume 7 Issue

Full text available:  pdf(517.69 KB)

Additional Information: full citation, abstract, references

In this article a new multimedia conference system is designed and implemented. It allows users to conduct a meeting in real time. Participants can jointly view and edit relevant documents, graphics, and still images distributed throughout the network. © 1997 John Wiley & Sons, Inc.

32 Virtual ECHO: an interface for a simulated environment

Daniela Meloni, Alessandro Mura, Francesco S. Nucci, Angelo Cangelosi, Maria B

July 1996 ACM SIGCHI Bulletin, Volume 28 Issue 3

Full text available:  pdf(610.45 KB)

Additional Information: full citation, abstract

ECHO is a simulated environment with multimedia technology aimed to train students in various techniques. The system was designed using the user-centered perspective and the interface was developed in order to define a suitable Human-Computer Interface. The interface chosen for the system is based on the concept of a virtual environment. ECHO was designed to leave the student free in exploring a virtual environment. ECHO was designed by the Interface Design group (MEDIA ...).

33 Interface design issues for advice-giving expert systems

John M. Carroll, Jean McKendree

January 1987 Communications of the ACM, Volume 30 Issue 1

Full text available: pdf(2.28 MB) Additional Information: full citation, abstract, references, citations, index term

Advice giving could become the first successful domain for intelligent interfaces.

34 Collaborative multimedia scientific design in SHASTRA

Vinod Anupam, Chandrajit L. Bajaj

September 1993 Proceedings of the first ACM international conference on Multime

Full text available:  pdf(294.05 KB)  ps(96.77 KB) Additional Information: full citation, references, citings, in

35 Multimedia virtual circuit model for MPEG on ATM networks

Anna Ha?, Johnny On

December 1998

International Journal of Network Management, Volume 8 I

Full text available:  pdf(337.83 KB) **Additional Information:** full citation, abstract, refere

A Multimedia Virtual Circuit
MVC) model for MPEG
Motion Pi
demonstrates an efficient method to accommodate the bandwidth requiremen
we compare the leaky bucket system that requires client to reserve the maxim
1998 John Wiley & Sons, Ltd.

36 The next generation of interactive technologies

Karen A. Frenkel

July 1989

Communications of the ACM, Volume 32 Issue 7

Full text available: pdf (3.15 MB) **Additional Information:** full citation, abstract, citations, index t

From home entertainment to cultural exhibits to educational methodologies to technologies could change observers in to participants.

37 Requirements development: stages of opportunity for collaborative needs c

John M. Carroll, Mary Beth Rosson, George Chin, Jürgen Koenemann

August 1997 Proceedings of the conference on Designing interactive systems: pro

Full text available: pdf(952.45 KB)

Additional Information: full citation, references, c

Keywords: participatory design, requirements development, requirements eng

38 Authoring Support: DEMAIS: designing multimedia applications with interaction

Brian P. Bailey, Joseph A. Konstan, John V. Carlis

October 2001 Proceedings of the ninth ACM international conference on Multimedia

Full text available:  pdf(1.04 MB)

Additional Information: full citation, abstract, refere

To create an innovative interactive multimedia application, a multimedia designer needs to be able to quickly explore and communicate behavioral design ideas early in the design process, as creating innovative behavioral design ideas is time-consuming. Current tools and techniques do not support a designer in this task, limiting her ability to rapidly explore and effectively communicate behavioral design ideas. We have developed a sketch-based, interactive tool for creating and exploring behavioral design ideas. It allows a designer to quickly sketch behavioral design ideas and evaluate them. The tool provides a visual interface for specifying behavioral design ideas and allows a designer to quickly explore and evaluate them. The tool provides a visual interface for specifying behavioral design ideas and allows a designer to quickly explore and evaluate them.

Keywords: authoring, gestures, multimedia design, storyboards

39 Session IX - coordination and decision making: Computer-based systems for decisionmaking: status of use and problems in development

Kenneth L. Kraemer, John Leslie King

December 1986 Proceedings of the 1986 ACM conference on Computer-supported cooperative work

Full text available:  pdf(1.85 MB)

Additional Information: full citation, abstract, refere

Application of computer and information technology to cooperative work and group decision making has been a major research area in recent years. There are three traditions: computer-based communications, computer-based information systems, and computer-based decision support. This paper provides an overview of the various kinds of systems that are used to support groups at work, evaluates the status of these systems in the United States, and assesses barriers to their further development.

40 ITiCSE 2000 working group reports: Using computers in science and technology education

Jari Lavonen, Veijo Meisalo, Matti Lattu, Liisa Leinonen, Tadeusz Wilusz

June 2001 Working group reports from ITiCSE on Innovation and technology in computer science and technology education

Full text available:  pdf(1.02 MB)

Additional Information: full citation, abstract, refere

This working group wishes to promote interaction of computer scientists and educational scientists. We believe that such interaction would benefit not only educational sciences and computer science but also other sciences, e.g. through behaviour metaphors in robotics. We have initiated an international working group on the use of computers in science and technology education. The working group will start by examining the needs of educational processes in the above areas and by developing recommendations for the use of computers in these areas.

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41 ITiCSE 2000 working group reports: Using computers in science and techn

Jari Lavonen, Veijo Meisalo, Matti Lattu, Liisa Leinonen, Tadeusz Wilusz

June 2001

ACM SIGCSE Bulletin, Volume 33 Issue 2

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This working group wishes to promote interaction of computer scientists and e interaction would benefit not only educational sciences and computer science science e.g. through behaviour metaphors in robotics. We have initiated an an starting from applications especially in science and technology education. Hav educational processes in the above ar ...

42 Human-computer interface development: concepts and systems for its mar

H. Rex Hartson, Deborah Hix

March 1989 ACM Computing Surveys (CSUR), Volume 21 Issue 1

Full text available: pdf(7.97 MB)

Additional Information: full citation, abstract, references, citin

Human-computer interface management, from a computer science viewpoint, quality human-computer interfaces, including their representation, design, im maintenance. This survey presents important concepts of interface managem modeling, representation, interactive tools, rapid prototyping, development m *Dialogue independence* is th ...

43 The development of cooperation: five years of participatory design in the vi

John M. Carroll, George Chin, Mary Beth Rosson, Dennis C. Neale

August 2000 Proceedings of the conference on Designing interactive systems: pro

Full text available:  pdf(335.98 KB)

Additional Information: full citation, abstract, reference

During the past five years, our research group worked with a group of public assess network-based support for collaborative learning in middle school phys the outset, we committed to a participatory design approach. This design coll typical of participatory design endeavors, particularly in North America. The n the nature o ...

Keywords: cognitive development, cooperative design, educational networks, development, requirements engineering, school culture

44 Interactive multimedia pedagogies: report of the working group on interacti

Elizabeth S. Adams, Linda Carswell, Amruth Kumar, Jeanine Meyer, Ainslie Ellis,

June 1996 ACM SIGCSE Bulletin , Proceedings of the 1st conference on Integratin education, Volume 28 Issue SI

Full text available:  pdf(1.16 MB)

Additional Information: full citation, references, citin

45 The living textbook and the K–12 classroom of the future

Kim Mills, Geoffrey Fox, Paul Coddington, Barbara Mihalas, Marek Podgorny, Bar December 1995 Proceedings of the 1995 ACM/IEEE conference on Supercomput

Full text available:  html(45.33 KB)

Additional Information: full citation, references, index

46 KidSim: end user programming of simulations

Allen Cypher, David Canfield Smith

May 1995 Proceedings of the SIGCHI conference on Human factors in computing

Full text available:  html(39.89 KB)

Additional Information: full citation, references, citations, index terms

47 A telecomputer

Jim Clark

July 1992 ACM SIGGRAPH Computer Graphics , Proceedings of the 19th annual co interactive techniques, Volume 26 Issue 2

Full text available:  pdf(549.52 KB)

Additional Information: full citation, citing

48 What next?: A dozen information-technology research goals

Jim Gray

January 2003 Journal of the ACM (JACM), Volume 50 Issue 1

Full text available:  pdf(1.18 MB) Additional Information: full citation, references, index terms

49 Authoring Support: Designing annotation before it's needed

Frank Nack, Wolfgang Putz

October 2001 Proceedings of the ninth ACM international conference on Mult

Full text available:  pdf(1.16 MB) Additional Information: full citation, abstract, refer

This paper considers the automated and semi-automated annotation of audio framework, A4SM (Authoring System for Syntactic, Semantic and Semiotic Mo the framework and outline the underlying XML-Schema based content descrip tools for a news and demonstrate how video material can be annotated in rea only be used for retrieval but also can be ...

Keywords: MPEG-7, XML Schema, automated annotation, news production, se

50 Synchronization in the MAEstro multimedia authoring environment

George D. Drapeau

September 1993 Proceedings of the first ACM international conference on Multime

Full text available:  pdf(65.56 KB)  ps(87.29 KB) Additional Information: full citation, references, citings, ind

51 A development process for large multimedia titles

Mark Ryan, Rich Helms

October 1994 Proceedings of the 12th annual international conference on Systems at the great divide

Full text available:  pdf(1.24 MB) Additional Information: full citation, abstract, referen

Within IBM there are many groups that have made small-scale multimedia tit common. This paper describes the process that we followed to create a large description of why we decided to create a multimedia title about C++. It then make the title. Finally, it describes the lessons that we learned and our plans

52 A synchronization model for recorded presentations and its relevance for ir

W. Hürst, R. Müller

October 1999 Proceedings of the seventh ACM international conference on Mul

Full text available:  pdf(1.84 MB)

Additional Information: full citation, abstract, references,

In order to improve the acceptance of recorded presentations, we introduce a range of different media classes typically appearing in this scenario. Instance using our time-based synchronization model. Random access in combination w synchronization mechanism results in essential features such as Random Visib Cross-Referencing ...

53 Computer-based systems for cooperative work and group decision making

Kenneth L. Kraemer, John Leslie King

July 1988 ACM Computing Surveys (CSUR), Volume 20 Issue 2

Full text available:  pdf(3.56 MB)

Additional Information: full citation, abstract, references,

Application of computer and communications technology to cooperative work of three traditions: computer-based communications, computer-based inform computer-based decision support. This paper reviews the group decision supp configured to meet the needs of groups at work, and evaluates the experience GDSSs has proved to be slower than originally antic ...

54 Building and using cultural digital libraries: Supporting access to large digit

Samuel Gustman, Dagobert Soergel, Douglas Oard, William Byrne, Michael Piche Greenberg

July 2002 Proceedings of the second ACM/IEEE-CS joint conference on Digital

Full text available:  pdf(734.60 KB)

Additional Information: full citation, abstract, referenc

This paper describes our experience with the creation, indexing, and provision videotaped oral histories - 116,000 hours of digitized interviews in 32 languag rescuers, and witnesses of the Nazi Holocaust. It goes on to identify a set of c addressed if we are to provide full and detailed access to collections of this si automatic speech recognition, ...

Keywords: cataloging, oral history, research agenda

55 The Web and distance learning: what is appropriate and what is not: report

Web and distance learning

Pamela B. Lawhead, Elizabeth Alpert, Constance G. Bland, Linda Carswell, Dawn Eva R. Fahraeus, Kirt Scott

October 1997

ACM SIGCUE Outlook, Volume 25 Issue 4

Full text available:  pdf(68.23 KB)

Additional Information: full citation, references

56 The Web and distance learning: what is appropriate and what is not (report web and distance learning)

Pamela B. Lawhead, Elizabeth Alpert, Constance G. Bland, Linda Carswell, Dawn Eva R. Fahraeus, Kirk Scott

June 1997 The supplemental proceedings of the conference on Integrating technoworking group reports and supplemental proceedings

Full text available:  pdf(68.23 KB)

Additional Information: full citation, references, citi

57 The CDT mStar environment: scalable distributed teamwork in action

Peter Parnes, Kåre Synnes, Dick Schefström

November 1997 Proceedings of the international ACM SIGGROUP conference on Su challenge: the integration challenge

Full text available:  pdf(1.28 MB)

Additional Information: full citation, references

Keywords: IP-multicast, better-than-being-there, desktop conferencing, digital presentations, teamwork

58 A generic architecture for intelligent instruction for simulation modelling sof

Tajudeen A. Atolagbe, Vlatka Hlupic

November 1996 Proceedings of the 28th conference on Winter simulation

Full text available:  pdf(833.26 KB)

Additional Information: full citation, references

59 An orthogonal taxonomy for hyperlink anchor generation in video streams

Jason McC. Smith, David Stotts, Sang-Uok Kum

May 2000 Proceedings of the eleventh ACM on Hypertext and hypermedia

Full text available:  pdf(332.93 KB)

Additional Information: full citation, references, citations, index

Keywords: automated anchor generation, collaboration, digital video, hypervi

60 GAIN: An interactive program for teaching interactive computer graphics p

Tom Towle, Tom DeFanti

August 1978 Proceedings of the 5th annual conference on Computer graphics an

Full text available:  pdf(580.23 KB)

Additional Information: full citation, abstract, refere

Recent trends in the manufacturing and sales of home computers indicate tha developed for teaching programming in the home. Students learn programmin other students in a classroom setting. The home user may not have this optio looking up information you have forgotten. Workbooks and textbooks do not h teaching—;you have to understand everything b ...

Keywords: Computer assisted instruction, Interactive computer graphics

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61 sTeam: structuring information in team-distributed knowledge management

August 2001

Journal on Educational Resources in Computing (JERIC)

Full text available: pdf(179.03 KB)

Additional Information: full citation, abstract, reference

Learning is a socially embedded design process. But most of todays hypermedia design-related and the social aspects of learning. Authoring and Web-publishing design processes. Consequently, the activities of learners are confined to solely fundamental reflections on the role of technology in learning processes, we consider the construction of infrastructure ...

Keywords: cooperative learning, cooperative support, learner-centered approach, team), web-based learning and teaching

62 Educating a new engineer

Peter J. Denning

December 1992 Communications of the ACM, Volume 35 Issue 12

Full text available: pdf(10.14 MB) Additional Information: full citation, references, citations, index terms, review

63 What makes things fun to learn? heuristics for designing instructional comp

Thomas W. Malone

September 1980 Proceedings of the 3rd ACM SIGSMALL symposium and the first S

Full text available:  pdf(665.94 KB)

Additional Information: full citation, abstract, refere

In this paper, I will describe my intuitions about what makes computer games experiments and the theory on which this paper is based are given by Malone to provide a set of heuristics or guidelines for designers of instructional comp organized common sense principles to spark the creativity of instructional des unstructured list of similar principle ...

64 Education and training: An XML-based approach to multimedia software er

T. Arndt, S. K. Chang, A. Guercio, P. Maresca

July 2002 Proceedings of the 14th international conference on Software engineer

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Multimedia Software Engineering (MSE) is a new frontier for both Software En In fact multimedia software engineering can be considered as the discipline fo substitution and verification of visual patterns. Visual Languages contribute to software specification, design and verification flow charts, ER diagrams, Petri programming languages etc. Multim ...

65 DxRW case

Carol Saunders, Blake Ives

April 2000 Communications of the AIS

Full text available:  pdf(177.24 KB) Additional Information: full citation

66 Current technological impediments to business-to-consumer electronic con

Gregory Rose, Huoy Khoo, Detmar W. Straub

June 1999 Communications of the AIS

Full text available:  pdf(479.36 KB)

Additional Information: full citation, references, citings

67 Open architecture multimedia documents

Brian R. Gaines, Mildred L. G. Shaw

September 1993 Proceedings of the first ACM international conference on M

Full text available:  pdf(265.04 KB)  ps(630.84 KB)

Additional Information: full citatio

Keywords: digital journals, electronic books, hypermedia, knowledge bases, m systems

68 Groupware: some issues and experiences

Clarence A. Ellis, Simon J. Gibbs, Gail Rein

January 1991 Communications of the ACM, Volume 34 Issue 1

Full text available:  pdf(7.22 MB) Additional Information: full citation, references, citations, index terms

69 Interface to architecture: integrating technology into the environment in the

Maggie Orth

August 1997 Proceedings of the conference on Designing interactive systems: pro

Full text available:  pdf(1.41 MB)

Additional Information: full citation, references

Keywords: architecture, collaboration, design, environment, furniture, interface, theater

70 Authoring systems in computer based education

Greg Kearsley

July 1982 Communications of the ACM, Volume 25 Issue 7

Full text available:  pdf(1.01 MB) Additional Information: full citation, abstract, references,

The idea of a programming system which generates other programs (referred to as metasoftware) has always been a popular one in computer science. Despite this, it has actually been implemented and used. An exception is the development of Computer Based Education (CBE). This article surveys the development and use of CBE.

Keywords: instructional systems, metasoftware

71 Assessing dynamics in computer-based instruction

John F. Pane, Albert T. Corbett, Bonnie E. John

April 1996 Proceedings of the SIGCHI conference on Human factors in computing

Full text available:  pdf(1.22 MB)  html(46.87 KB)

Additional Information: full citation, reference

Keywords: animation, computer-based learning, multimedia, simulation

72 The intelligent classroom: providing competent assistance

David Franklin, Kristian Hammond

May 2001 Proceedings of the fifth international conference on Autonomous ag

Full text available:  pdf(130.91 KB)

Additional Information: full citation, abstract, referen

In the software industry, designers are forever trying to “improve&rdqu features to them, producing bloated software systems that are capable of doin systems often make it increasingly difficult for their users to perform their tas mess of unwanted features to find the few that they actually need. We believ building intelligent syste ...

Keywords: action selection and planning, collaboration of humans and agents

73 Hands-on microcomputer training

Bill Brown, Marilyn Everingham

September 1985 Proceedings of the 13th annual ACM SIGUCCSconference on Use

Full text available:  pdf(2.23 MB)

Additional Information: full citation, abstract,

Hands-on microcomputer training presents computer educators with a new se opportunity for participants to interact with the machine and software in the p the struggle many new computer users experience. Questions can be answer context of actual problems encountered by participants. Our curriculum has in microcomputers and a variety of softwa ...

74 Integration of interpersonal space and shared workspace: ClearBoard desi

Hiroshi Ishii, Minoru Kobayashi, Jonathan Grudin

October 1993 ACM Transactions on Information Systems (TOIS), Volume 11

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Additional Information: full citation, abstract, references,

We describe the evolution of the novel shared drawing medium ClearBoard wh an interpersonal space and a shared workspace. ClearBoard permits coworker markers or with electronic pens and software tools while maintaining direct ey gestures. The ClearBoard design is based on the key metaphor of “talk glass window.” We descri ...

Keywords: eye contact, gaze awareness, gaze direction, groupware, seamless

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Thorsten Hampel, Reinhard Keil-Slawik

April 2001 Proceedings of the tenth international conference on World Wide W

Full text available:  pdf(265.67 KB)

Additional Information: full citation, reference

Keywords: cooperation support, cooperative learning, learner-centered approach, team, web-based learning and teaching

76 Personal computing

Rosalie Steier

July 1989 Communications of the ACM, Volume 32 Issue 7

Full text available:  pdf(1.73 MB) Additional Information: full citation, references, index terms

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Qiong Liu, Yong Rui, Anoop Gupta, J. J. Cadiz

March 2001 Proceedings of the SIGCHI conference on Human factors in compu

Full text available:  pdf(676.89 KB)

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Keywords: automated camera management, sound source localization, speak video director

78 Illustrative risks to the public in the use of computer systems and related te

Peter G. Neumann

January 1996 ACM SIGSOFT Software Engineering Notes, Volume 21 Issue 1

Full text available:  pdf(2.54 MB)

Additional Information: full citation

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Carolyn Watters, Marshall Conley, Cynthia Alexander

January 1998 Communications of the ACM, Volume 41 Issue 1

Full text available:  pdf(423.35 KB) Additional Information: full citation, references, citations, index terms, review

80 Historical perspectives on the computing curriculum

Michael Goldweber, John Impagliazzo, Iouri A. Bogoiavlenski, A. G. Clear, Gordo

Richard Rasala

October 1997

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Michael Goldweber, John Impagliazzo, Iouri A. Bogoiavlenski, A. G. Clear, Gord Richard Rasala

June 1997 The supplemental proceedings of the conference on Integrating technology working group reports and supplemental proceedings

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Additional Information: full citation, references

82 An intelligent distributed environment for active learning

August 2001 Journal on Educational Resources in Computing (JERIC)

Full text available: pdf(116.71 KB)

Additional Information: full citation, abstract, references

Active learning is an effective learning approach. In this article we present a framework for active learning to better support the student-centered, self-paced, and highly interactive environment. This environment uses the students' learning-related profile such as learning style, interests, and organizing, and presenting learning material, and it adopts a new approach to learning based on smart instruction ...

Keywords: XML, active learning, multiagent system, web-based education

- 83 Progressive design: staged evolution of scenarios in the design of a collaboratory**
George Chin, Mary Beth Rosson
January 1998 Proceedings of the SIGCHI conference on Human factors in computing systems
Full text available: [!\[\]\(07929003c057e55bca40fcc7e42910ee_img.jpg\) pdf\(1.21 MB\)](#) Additional Information: full citation, references

Keywords: claims, computer-supported collaborative learning, participatory design

- 84 Integration of inter-personal space and shared workspace: ClearBoard design**
Hiroshi Ishii, Minoru Kobayashi, Jonathan Grudin
December 1992 Proceedings of the 1992 ACM conference on Computer-supported cooperative work
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Keywords: ClearBoard, TeamPaint, eye contact, gaze awareness, groupware, interaction design

- 85 Redesigning the questioning, discussion, and document processes**
Munir Mandviwalla, Anat Hovav
April 1996 Proceedings of the 1996 ACM SIGCPR/SIGMIS conference on Computer-supported cooperative work
Full text available: [!\[\]\(a860f4cfbb09c556b57af1b6bdb25c78_img.jpg\) pdf\(1.15 MB\)](#) Additional Information: full citation, references, indexing

Keywords: Internet, World Wide Web, business process redesign, communication, electronic mail, learning, newsgroups, processes

- 86 Software engineering issues for ubiquitous computing**
Gregory D. Abowd
May 1999 Proceedings of the 21st international conference on Software engineering
Full text available: [!\[\]\(53abea2ee790f01571a4758a0bbf17f2_img.jpg\) pdf\(1.29 MB\)](#) Additional Information: full citation, references, citations, indexing

Keywords: automated capture, component integration, context-aware computing, transparent interfaces, ubiquitous computing

87 Survey of expert critiquing systems: practical and theoretical frontiers

Barry G. Silverman

April 1992 Communications of the ACM, Volume 35 Issue 4

Full text available:  pdf(2.84 MB) Additional Information: full citation, references, citings, index terms

Keywords: critics, expert critiquing systems

88 A formative evaluation of a computer-based instruction tutorial with applic: systems

Gloria A. Reece, Linda Bol, Gary R. Morrison

October 1996 Proceedings of the 14th annual international conference on System technological forces: building a corporate, academic, and user-orien

Full text available:  pdf(1.46 MB) Additional Information: full citation, reference

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Robert C. Hubal, Geoffrey A. Frank, Curry I. Guinn

January 2003 Proceedings of the 2003 international conference on Intelligent

Full text available:  pdf(355.06 KB) Additional Information: full citation, abstract, refer

This paper describes lessons learned in developing the linguistic, cognitive, e virtual human behavior in a training application designed to train civilian pol verbal cues indicating different forms of mental illness and how to verbally in paranoia, and depression were all modeled for the application. For linguistics language grammars th ...

Keywords: agents, behavior modeling, interaction skills training, managing e virtual humans

90 PLACEHOLDER: landscape and narrative in virtual environments

Brenda Laurel, Rachel Strickland

October 1994 Proceedings of the second ACM international conference on Multime

Full text available:  pdf(756.04 KB) Additional Information: full citation, references, index terms

91 Model-driven development of Web applications: the AutoWeb system

Piero Fraternali, Paolo Paolini

October 2000

ACM Transactions on Information Systems (TOIS), Volume 1

Full text available:  pdf(6.94 MB)

Additional Information: full citation, abstract, references

This paper describes a methodology for the development of WWW application tailored for the methodology. The methodology and the development environ techniques already used in the hypermedia, information systems, and softwa in an original mix. The foundation of the proposal is the conceptual design of notation for the specification of structure, nav ...

Keywords: HTML, WWW, application, development, intranet, modeling

92 Authorable critiquing for intelligent educational systems

Christopher K. Riesbeck, Wolff Dobson

January 1997 Proceedings of the 3rd international conference on Intelligent us

Full text available:  pdf(1.06 MB)

Additional Information: full citation, references, index

Keywords: authoring tools, educational systems, goal-based scenarios, intell

93 An intelligent distributed environment for active learning

Yi Shang, Hongchi Shi, Su-Shing Chen

April 2001 Proceedings of the tenth international conference on World Wide Web

Full text available:  pdf(200.31 KB) Additional Information: full citation, references, citings, index terms

Keywords: XML, active learning, multi-agent system, web-based education

94 Evaluating the design and delivery of WWW based educational environments

Vincent P. Wade, Conor Power

August 1998 ACM SIGCSE Bulletin , Proceedings of the 6th annual conference on annual conference on Integrating technology into computer science computer science education, Volume 30 Issue 3

Full text available:  pdf(908.27 KB)

Additional Information: full citation, abstract, references

The mid 1990s has seen a significant growth in both the popularity and delivery. However, such efforts have been very variable in both effectiveness identifies a set of general requirements necessary in designing a pedagogical experience, which can be used in the assessment of WWW based educational requirements can be successfully addressed, the evaluation ...

Keywords: WWW, education, evaluation, requirements

95 My partner is a real dog: cooperation with social agents

Salvatore Parise, Sara Kiesler, Lee Sproull, Keith Waters

November 1996 Proceedings of the 1996 ACM conference on Computer supported

Full text available:  pdf(1.02 MB)

Additional Information: full citation, references, citations, index terms

Keywords: cooperation, interface design, social agents, social behavior

96 Session 5: Multimodal presentation of dynamic object scenarios on the web

Andrea Esuli, Antonio Cisternino, Giuliano Pacini, Maria Simi

March 2003 Proceeding of the eighth international conference on 3D web tec

Full text available:  pdf(2.60 MB)

Additional Information: full citation, abstract, references

We describe a Web based presentation system for dynamic object scenarios. presentations based on 3D interactive animations, coordinated with adaptive comments production are performed through the interaction with a human-like as part of a research project on support tools for learning about sail racing ru system works in conjunction with an expert authoring ...

Keywords: 3D graphics, VRML, adaptive interfaces, dynamic object environments, language generation, sail racing

- 97 **Session 5: novel interaction: Tangible viewpoints: a physical approach to interactive narratives**
Ali Mazalek, Glorianna Davenport, Hiroshi Ishii
December 2002 Proceedings of the tenth ACM international conference on Multimodal interfaces
Full text available:  pdf(1.18 MB) Additional Information: full citation, abstract

We present a multimedia storytelling system that couples a tangible interface with interactive narratives. Over the centuries, stories have moved from the physical stage (the stage), to the printed page, then to movie, television and computer screen. With new technologies, storytellers are able to bring digital stories back into our physical world. This system explores how physical ...

Keywords: character, design, interactive narrative, multimedia storytelling, multi-modal, tangible interface

- 98 **Tools for incremental development of educational software interfaces**
Wolff Daniel Dobson, Christopher K. Riesbeck
January 1998 Proceedings of the SIGCHI conference on Human factors in computing systems
Full text available:  pdf(1.13 MB) Additional Information: full citation, references, in proceedings

Keywords: INDIE, educational software, goal-based scenario, intelligent system

- 99 **Bridging the gap between face-to-face communication and long-term collaboration: the integration challenge**
Stefanie N. Lindstaedt, Kurt Schneider
November 1997 Proceedings of the international ACM SIGGROUP conference on Software engineering challenges: the integration challenge
Full text available:  pdf(1.44 MB) Additional Information: full citation, references, cited by

Keywords: CSCW, design rationale, group memory, organizational learning, problem solving

- 100 **The Design and Implementation of a Mobile Learning Resource**
Mike Sharples, Dan Corlett, Oliver Westmancott
January 2002 Personal and Ubiquitous Computing, Volume 6 Issue 3
Full text available:  pdf(384.39 KB) Additional Information: full citation, abstract

The convergence of mobile communications and handheld computers offers the potential to assist individuals and groups to learn anytime, anywhere. We describe the design and evaluation of a handheld learning device. It is intended to support children to store images, notes and sounds, to relate them to web-based learning resources, to map, and to share them with other people ...

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Plasma Science, 1990. IEEE Conference Record - Abstracts., 1990 IEEE Internat Conference on , 21-23 May 1990

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Roffeh, Y.; Einav, S.;

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simulation environment

Wilke, P.; Billing, G.; Mansfeld, C.; Nilson, J.;

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1995. MASCOTS '95., Proceedings of the Third International Workshop on , 18-2
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Shu-Heng Chen; Chih-Chi Ni;

Intelligent Control, 1996., Proceedings of the 1996 IEEE International Symposium
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6 Performance modeling using object-oriented execution-driven simulat

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7 An unsupervised, stochastic learning model for syntactic pattern recog using the discrete Kalman filter scheme

Aggarwal, P.S.; Kumar, A.;

Systems, Man, and Cybernetics, 1997. 'Computational Cybernetics and Simulation
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Jae-Moon Chung; Ohnishi, N.;

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Ferscha, A.; Johnson, J.;
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11 Improving performance of load-store sequences for transaction process workloads on multiprocessors

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12 Smart avatars in JackMOO

Jianping Shi; Smith, T.J.; Granieri, J.P.; Badler, N.I.;
Virtual Reality, 1999. Proceedings., IEEE , 13-17 March 1999
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13 Development of an Earth environmental database system which interacts with application software

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14 A strategic decision support system for an electric utility company in competitive environment

Teive, R.C.G.; Silveira, F.S.V.; Filho, M.M.;
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15 A storage strategy considering characteristics of video objects on Video-On-Demand storage servers

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High Performance Computing in the Asia-Pacific Region, 2000. Proceedings. The International Conference/Exhibition on , Volume: 1 , 14-17 May 2000

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Seung Won Shin; Byeong Hag Seong; Daeyeon Park;
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17 Design options for a pulsed-power upgrade of the Z accelerator

Struve, K.W.; Corley, J.P.; Johnson, D.L.; Harjes, H.C.; McDaniel, D.H.; Shoup, Smith, D.L.; Stygar, W.A.; Weinbrecht, E.A.;
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18 Universal custom power conditioner (UCPC) with integrated control

Changjiang Zhan; Ramachandaramurthy, V.K.; Arulampalam, A.; Fitzer, C.; Bar M.; Jenkins, N.;
Power Engineering Society Winter Meeting, 2001. IEEE , Volume: 3 , 28 Jan.-1 Feb 2001
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19 Status of neutrino factory and muon collider R&D

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**20 Progress report and operational consideration of superconducting RF
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21 A simulation model for studying of caching algorithms

Hamalainen, T.; Wikstrom, M.; Raatikainen, P.;

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22 Data acquisition system processor for petroleum pipes

da Silva Dutra, F.; Galvez-Durand, F.;

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Yu-Kung Ke; Copeland, J.A.;

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Gang-Li Qin; Jia-Ben Yang;

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25 Software measurement data analysis using memory-based reasoning
Paul, R.A.; Bastani, F.B.; Challagulla, V.U.B.; I-Ling Yen;
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27 Enhancement of the radiation yield, in plasma flow switch experiments
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Ingram, M.W.; Andrews, J.A.; Bresie, D.A.;
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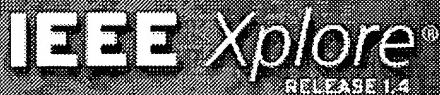
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Control Systems Magazine, IEEE , Volume: 13 Issue: 1 , Feb. 1993

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Seung Won Shin; Byeong Hag Seong; Daeyeon Park;
High Performance Computing in the Asia-Pacific Region, 2000. Proceedings. The International Conference/Exhibition on , Volume: 2 , 14-17 May 2000
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Struve, K.W.; Corley, J.P.; Johnson, D.L.; Harjes, H.C.; McDaniel, D.H.; Shoup, Smith, D.L.; Stygar, W.A.; Weinbrecht, E.A.;
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Changjiang Zhan; Ramachandaramurthy, V.K.; Arulampalam, A.; Fitzer, C.; Bar M.; Jenkins, N.;
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19 Status of neutrino factory and muon collider R&D*Zisman, M.S.;*Particle Accelerator Conference, 2001. PAC 2001. Proceedings of the 2001 , Volu
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[\[Abstract\]](#) [\[PDF Full-Text \(570 KB\)\]](#) **IEEE CNF****20 Progress report and operational consideration of superconducting RF at TLS***Luo, G.H.; Chang, L.H.; Hu, T.S.; Lin, M.C.; Wang, Ch.;*Particle Accelerator Conference, 2001. PAC 2001. Proceedings of the 2001 , Volu
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Machine Learning and Cybernetics, 2002. Proceedings. 2002 International Conference , Volume: 3 , 4-5 Nov. 2002
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25 Software measurement data analysis using memory-based reasoning
Paul, R.A.; Bastani, F.B.; Challagulla, V.U.B.; I-Ling Yen;
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Meister, B.W.;
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30 Kinematically redundant robots with flexible components*Baillieul, J.;*

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Microwave Theory and Techniques, IEEE Transactions on , Volume: 47 Issue: 9 , 1999

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Plasma Science, IEEE Transactions on , Volume: 28 Issue: 5 , Oct. 2000

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Neural Networks, IEEE Transactions on , Volume: 12 Issue: 3 , May 2001

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